Claims

1. A gaming machine having display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a game in which a player makes a selection, on the machine, of a series of indicia chosen from a larger group of indicia, the game control means being arranged to generate a series of indicia drawn at random from the larger group of indicia , the display means being adapted to display, in a predetermined location those indicia which have been selected for comparison with the players selected indicia, with a prize being awarded if more than a predetermined number of matches occur, characterised in that a plurality of games are played in parallel, with the indicia drawn at random for each game being drawn from separate groups initially corresponding to the indicia contained in the larger group of indicia, but with each game utilising the same player selection of indicia, and in that each game has a predetermined display area on the screen area distinct from the other games.

2. A gaming machine as claimed in claim 1, characterised in that the indicia are numbers and the predetermined display areas on the screen which are arranged to display the numbers generated by the game control means, are a series of columns, arranged side by side and wherein as each separate game proceeds, the display is arranged to show the series of potentially matching numbers for each game drop into the column associated with that particular game to be retained for display purposes in that column if that number corresponds to one of the numbers chosen by the player and wherein the number does not match the chosen numbers, it is caused to disappear from the column.

3. A gaming machine as claimed in claim 2 characterised in that one of the two columns either side of the series of columns displays the numbers chosen by the player.

4. A gaming machine as claimed in claim 3, wherein the other of the two columns may display the prizes awarded for each number of matching indicia.

5. A gaming machine as claimed in any one of claims 2 to 4 characterised in that all the selected numbers are displayed as a representations of numbered balls.

6. A gaming machine as claimed in any preceding claim characterised in that the game includes a wildball feature in which a ball drops into the first game column adopts a value which equates with one of the indicia or numbers chosen by the player, registers in a first column, and then transfers to the next adjacent column, the "second" column, leaving a duplicate of itself in the first column, and continues the process, transferring from the "second" column to the next adjacent column, the third column and so on, wherein if the wildball lands in a column and that column has already received and retained a ball having the number adopted by the wildball, the wild ball may change to a different one of the players selected indicie/numbers which is not already present in that column, before transferring to the next adjacent column.

7. A gaming machine as claimed in any preceding claim wherein the game includes a free ball feature in which a number of extra free balls may be provided to the player on the occurance of a certain number of matching indicia in a column.

8. A gaming machine as claimed in any preceding claim in which a prize is awarded if all the numbers selected by the player appear distributed anywhere in the game columns being played.